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5. A gaming bonus device according to claim 2, including an input device that allows the player an opportunity to select a winning outcome.

13. A bonus gaming device for playing a bonus game by a player, comprising:

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(A) a primary game that randomly generates a bonus qualifying event;
(B) a bonus game communicated with the primary game, the bonus game being configured to generate a plurality of either/or binary symbol outcomes;
(C) a selector button communicated with the bonus game, the selector button being configured to allow the player to select one of the either/or binary symbol outcomes as a winning outcome; and
(D) the bonus game displaying the either/or binary symbol outcomes and calculating a payout based upon the number of binary symbol outcomes that match the winning outcome selected by the player.

15 28. A bonus gaming device for playing a bonus game by a player, comprising:

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(A) a primary gaming device, the primary gaming device being configured to allow a player to play a game;
(B) a bonus gaming device, the bonus gaming device being configured to generate a plurality of either/or binary symbol outcomes, the bonus gaming device being configured to award a prize based upon the number of binary symbol outcomes that match a winning outcome;

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A4 (C) an input device in communication with the bonus gaming device, the input device being configured to allow the player to select one of two outcomes as the winning outcome; and

(D) a display configured to display the either/or binary symbol outcomes.

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40. A method of playing a game by a player, the method comprising:

(A) allowing the player to play the game, the game awarding a prize to the player;

(B) allowing the player to select between receiving the prize or multiplying the prize by an unknown multiplier to obtain a second prize;

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(C) awarding the prize to the player, if the player selects to receive the prize;

A5 (D) allowing the player to select one of two binary outcomes resulting in a player selected binary outcome, if the player selects to multiply the prize by the unknown multiplier;

(E) selecting at least one binary outcome;

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(F) displaying the binary outcome to the player;

(G) determining the multiplier, the multiplier being proportional to the number of binary outcomes matching the binary outcome the player selected;

(H) multiplying the prize by a multiplier to obtain the second prize; and

(I) awarding the second prize to the player.

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50. A gaming bonus method for use in a gaming system comprising:

(A) allowing a player to play a game;

A6 (B) producing a predefined bonus qualifying event;

(C) allowing the player to select a winning binary outcome; and